It is not such a mind-bogglingly improbable coincidence that Douglas Adams, the irrepressible author of the best-selling novel THE HITCHHIKER'S GUIDE TO THE GALAXY, would design an interactive story set in the same outrageous universe as his books. He fell in love (well, strong "like") with Infocom's other interactive stories some time ago. He immediately saw the interactive possibilities of HITCHHIKER'S and maniacally developed outrageously crazy ideas. So Douglas teamed up with Infocom's specialist in outrageously crazy ideas, Steve Meretzky. Together, they did extensive research throughout the Galaxy (in English pubs, anyway); Douglas wrote and designed puzzles revolving around Vogon poetry, the Bugblatter Beast of Traal, microscopic space fleets and, of course, tea (or lack thereof); and Steve transformed Douglas's ideas into the high-quality, sophisticated software that is synonymous with Infocom's interactive fiction.

And now you're going to take a trip you never thought possible. You are on the verge of becoming Arthur Dent, a simple if unworldly chap whose house is, unluckily, being bulldozed to make way for a bypass. Not that it matters, really, since the Earth is about to be destroyed for somewhat similar purposes. If you survive these twin disasters, you'll travel with Ford Prefect, your peculiar friend and neighbour, to the most unusual corners of the Galaxy. (Some of the corners are so unusual, in fact, that it's best not to assume the obvious—who you are, for instance.) So prepare to have your mind boggled, your wits tested and your concept of reality thrown for a loop by THE HITCHHIKER'S GUIDE TO THE GALAXY. And don't forget your towel!

The Hitchhiker's Guide to the Galaxy

DON'T PANIC!

If you've never played Infocom's interac-
tive fiction before, you should read this
entire instruction manual. If you're an ex-
perienced Infocom game player, you may
only want to read *Section I: About The
Hitchhiker's Guide to the Galaxy.*

TABLE OF CONTENTS

SECTION I: ABOUT THE HITCHHIKER'S GUIDE TO THE GALAXY

Preface to the Story

Don't Panic!

Relax, because everything you need to
know about playing *The Hitchhiker's
Guide to the Galaxy* is contained in the
pages of this manual. In this story, you will
be Arthur Dent, a rather ordinary earth
creature who gets swept up in a whirlwind
of interstellar adventures almost beyond
comprehension. As the story begins,
bulldozers are waiting to reduce your
house to rubble to make way for a motor-
way bypass. While you attempts to deal
with this problem, your rather strange
friend Ford Prefect drops by to tell you that
the Earth is about to be demolished to
make way for an interstellar bypass! If you
survive this double threat, you'll embark
on a series of intergalactic misadventures,
even funnier than your worst nightmares!
And, because anything is possible in *The
Hitchhiker's Guide to the Galaxy*, you may
soon not even be sure of your own
identity!

A special note for people who have read
the book *The Hitchhiker's Guide to the
Galaxy*: Although the opening of the game
is fairly similar to the book, the story
quickly diverges, with lots of new material
and different twists. Although familiarity
with the story may make a few of the early
puzzles easier, if you rely too heavily on
this previous knowledge you will certainly
end up getting mixed up.

Hints

This version of *The Hitchhiker's Guide
to the Galaxy* includes hints! If you ever
get stuck, you can type HINT and press the
RETURN (or ENTER) key. Then follow the
instructions on your screen. Most of the
hints are nudges in the right direction; the
last hint in the sequence is usually a
complete answer.

Sample Transcript and Map

This transcript is not from *His hhiker's*,
but it does show most of the things you can
do in the story. It contains several simple
puzzles and their solutions, and it will give
you a good idea of how interactive fiction
works. The player's sentences appear in
capital letters after each prompt (>). The
map represents the terrain in the sample
transcript.
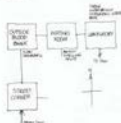
>GET OUT OF THE TAXI
The door is locked.
"Hey, that's four pounds thirty, old chap."

>GIVE THE FIVE POUND NOTE TO THE
DRIVER
"Thanks, chum."

>UNLOCK THE DOOR
The taxi door is now unlocked.

>GET OUT OF THE TAXI
Street Corner
You are on a street corner on the outskirts
of London. A signpost reveals that you are
on the corner of Foaminster and Frobbing-
ton. The sidewalk continues north and east.
Because of the heavy traffic here, crossing
the street is out of the question.

>WHO AM I
You are Chester Smith, an unemployed
granola salesman.

>WHAT IS THE OBJECT OF THE GAME?
Well, the superficial object of the game is to
get to the end of the story and achieve the
maximum score.

The real object of the game is to show a
bunch of novices how interactive fiction
works.

>WALK NORTH
Outside Blood Bank
You are in the middle of the block on a
street that runs north-south. Immediately to
the east is the entrance to a massive
granite (Footnote 9) building. Next to the
entrance is a sign and a doorbell.

>FOOTNOTE 9
Well, concrete actually. We wanted a
granite building for the story, but we
couldn't afford it. But the concrete IS
covered with a plastic veneer that does
LOOK a lot like granite.

>READ THE SIGN
'OUTSKIRTS OF LONDON BLOOD BANK
We pay 30 pounds for a pint of blood.
Painless, takes only an hour. Ring doorbell
for admittance.'

>EAST
The Blood Bank door is closed.

>OPEN IT
It's locked.

>RING THE DOORBELL
You already did that, didn't you?

>NO
I think you're wrong. I'm a computer, so I
have a really terrific memory, and I'm
almost positive you already rang the
doorbell. Couldn't you be mistaken?

>NO
Hmmm... well, I just looked back, and I
guess you didn't ring the doorbell after all.
Do you still want to ring the doorbell?

>YES
The bell rings. A minute later, a stooped
man opens the door and beckons you to
enter.

>ENTER THE BLOOD BANK
Waiting Room
This is a dim room with exits to the east and west. A narrow, winding stair leads downward. The room is sparsely furnished with several uncomfortable-looking benches. There is no one waiting ahead of you.
There is a bottle of smelling salts here.

The stooped man slams the front door and bolts it. "Please...use a seat. It will only be several... minutes." He exits to the east.

>SIT DOWN
What do you want to sit down on?

>THE BENCH
You are now sitting on the bench.

>ENJOY THE BENCH
Easier said than done, considering how hard and uncomfortable the bench is.

>TAKE THE BOTTLE OF SMELLING SALTS.
You can't reach it from the bench.

>STAND UP
You are on your own feet again.

>TAKE THE BOTTLE OF SMELLING SALTS.
Your load is too heavy.

>INVENTORY
You have:
  a briefcase
  a suit
    It looks like the suit contains:
      a ten pound note
      a grapefruit

>OPEN THE BRIEFCASE
Opening the briefcase reveals an array of granola samples.

>DROP THE GRAPEFRUIT THEN TAKE THE BOTTLE OF SMELLING SALTS.
Dropped.

>WAIT
After all, what's a waiting room for? Time passes.

The stopped man exits, pushing a wheelbarrow full of bones. You're no expert on the subject, but they sure don't look like chicken bones. He spills the bones down the winding stairway.

>WEST
The front door is closed.

>OPEN THE DOOR
Which door do you mean, the front door or the laboratory door?

>FRONT
It's bolted.

>LOOK
Waiting Room
This is a dim room with exits to the east and west. A narrow, winding stair leads downward. The room is sparsely furnished with several uncomfortable-looking benches. There is no one waiting ahead of you.
There is a grapefruit here.
The stooped man exits, pushing a wheelbarrow.

>STOOPED MAN, OPEN THE FRONT DOOR
Who are you calling stooped? I've got a name you know— Igor.

>IGOR, OPEN THE FRONT DOOR
Igor chuckles. "Don't be nervous. It's completely...artless. There's nothing to worry about."

>IGOR, WHAT ABOUT THE BONES?
"Oh! Um, they're just...take bones...we use for the...anatomy class on Wednesdays!"

A grapefruit man emerges from the doorway to the east. "Igor, bring in the next subject." He exits.

>BREAK DOWN THE STREET DOOR
This results in a very sore shoulder.

"If you'll just...step this way," says Igor, producing a cattle prod.

>DON'T WALK EAST
You bravely hold your ground. Igor pokes you with the prod. You feel less brave.

>WALK EAST
Laboratory
This is an even dimmer room filled with strange apparatus. A person-sized table fills the center of the room.
The mad scientist is here, rubbing his hands.

Igor enters behind you and locks the door.

>DON'T PANIC
You try your best. You fail.

"The table...lease lie down...on the table," says Igor, fondling the prod.

>LIE DOWN ON THE TABLE
You are now lying on the table. The mad scientist quickly shackles your wrists and ankles.

>MAD SCIENTIST, LET ME GO
"Who are you calling mad? They called me mad at Oxford also, but I'll show them!"

The mad scientist produces a hypodermic needle filled with a bubbling green fluid. He slowly inserts the needle into your arm. Everything becomes dark and fuzzy...

>LOOK
Everything is dark and fuzzy...

>NORTH
If you recall, you passed out a few moves ago.

>DIAGNOSE
If you recall, you passed out a few moves ago.

>LOOK AT ME
Everything is dark and fuzzy.

>WAIT
Time passes.

The fuzziness clears, and you find yourself in a strange new location.

>LOOK
West of House
You are standing in an open field west of a white house, with a boarded front door.
There is a small mailbox here.

>OPEN THE MAILBOX
Opening the small mailbox reveals a leaflet.

>INVENTORY
You have:
  a briefcase
    It looks like the briefcase contains:
      an array of granola samples
  a suit
    It looks like the suit contains:
      a ten pound note
      a bottle of smelling salts

>SMELL THE SMELLING SALTS
It smells just like the lid of a bottle of smelling salts.

>OPEN THE BOTTLE
Opened.

>SMELL THE SMELLING SALTS
The smell is overpowering. Your surroundings blur and grow indistinct.

Laboratory
Sitting on the table are some bones.
Sitting on your workbench is:
  a hypodermic needle
  a book

>IGOR, REMOVE THE BONES
"Yes, master." Igor clears the table.
"There's another subject waiting outside."

>IGOR, BRING IN THE NEXT SUBJECT
"Yes, master."

>WHO AM I
You are Baron von Edelstein, the 'Mad Professor of Oxford.'

>EXAMINE THE HYPODERMIC NEEDLE
It is filled with a bubbling green fluid, your identity transfer serum.

>READ THE BOOK
(taking the book first)
The book is entitled 'Who's Who in Interactive Fiction Sample Transcripts.' It would take hours and hours to read the whole thing; perhaps you'd like to consult the book about a specific individual?

>CONSULT THE BOOK ABOUT ME
The entry about Baron von Edelstein reads: 'A minor and poorly developed character in the Hitchhiker's League invoke transcript.'

Igor prods the subject into the room and onto the table.

>INJECT THE SUBJECT WITH THE SERUM
You're not fooling the hypodermic needle.

>TAKE THE HYPODERMIC NEEDLE
Taken.

>INJECT THE SUBJECT WITH THE SERUM
The subject, who you forgot to shackle to the table, pushes you away. In the ensuing struggle, you accidentally inject yourself with the serum. Lights whirl around your head. Especially red, yellow, and green lights. The lights slow down and finally stop whirling, and you realize that...

Your taxi is stopped at a traffic light. It's been an hour since your last fare. Suddenly, someone pulls open the door and slides into the back seat. "Corner of Frobbington and Frommaster, please."

About the Authors

Douglas Adams graduated from Cambridge in 1974, where he was an active member of the Footlights Club, which launched the careers of many of Britain's great comics. He has collaborated on several projects with Monty Python's Graham Chapman, and has worked as a writer and script editor for the TV series *Dr. Who*. The *Hitchhiker's Guide to the Galaxy* began as a radio serial, and its popularity soon propelled it into four books, a television series, two records and a stage show. Given Adams's fondness for Infocom's computerized fiction, and Infocom's soft spot for the *Hitchhiker's* saga, it was only a matter of time before the two teamed up to produce an interactive version. Adams secured work of interactive fiction via *Bureaucracy*. He is listed first (thanks to alphabetical order) in Britain's *Who's Who among Zany Comedy Science Fiction Authors*, where his entry reads 'Mostly harmless.'

Steve Meretzky was born in mid-1957, brightening the Soviet Union into the early launching of its Sputnik satellite. Meretzky's gestalt was shaped by a number of painful childhood experiences, including growing up in Yonkers and rooting for the New York Mets. His first contact with interactive fiction came while he was a student at MIT. (We use 'student' in the most general sense.) Meretzky now lives near Boston. He and his wife Betty are expecting to increase the size of their family by approximately 50% sometime in early 1986. Meretzky is irresponsibly responsible for the following opus Infocom titles: *Planetfall*, *Sorcerer*, *A Mind Forever Voyaging*, *Leather Goddesses of Phobos*, and *Stationfall*.

SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION

An Overview: What Is Interactive Fiction?

Interactive fiction is a story in which you are the main character. Your own thinking and imagination determine the actions of that character and guide the story from start to finish.

Each work of interactive fiction, such as *Hitchhiker's*, presents you with a series of locations, items, characters, and events. You can interact with these in a variety of ways.

To move from place to place, type the direction you want to go. When you find yourself in a new location, it's a good idea to become familiar with your surroundings by exploring the nearby rooms and reading each description carefully. (You may notice that *Hitchhiker's* occasionally refers to a location as a 'room,' even if you are outdoors.) As you explore the galaxy, it is helpful to make a map of the geography.

An important element of interactive fiction is puzzle-solving. You should think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. Solving puzzles will frequently involve bringing a certain item with you, and then using it in the proper way.

In *Hitchhiker's*, time passes only in response to your input. You might imagine a clock that ticks once for each sentence you type, and the story progresses only at each tick. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

To measure your progress, *Hitchhiker's* keeps track of your score. You may get points for solving puzzles, performing certain actions, or visiting certain locations. Keeping track of what actions result in an increase in your score will help you learn what the goal of the story is.

Starting and Stopping

Starting the story: To load *Hitchhiker's*, follow the instructions in the relevant section in the manual.

Following the copyright notice and the release number of the story, you will see a message which begins the story. Then the prompt (>) will appear, indicating that *Hitchhiker's* is waiting for your first input. Here are a few steps for you to try at the first several prompts. After typing each input, don't forget to press the RETURN (or ENTER) key.

>TURN ON THE LIGHT
>LOOK UNDER THE BED
>INVENTORY
>LOOK AT THE GOWN

You should now have a feel for interacting with the story. Feel free to decide what to do next.

Saving and restoring: It will probably take you many days to complete *Hitchhiker's*. Using the SAVE feature, you can continue at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. SAVE puts a 'snapshot' of your current position on your storage disk. You may want to save your place before you attempt something dangerous or tricky. That way, you can go back to that position later, even if you have gotten lost or 'killed' since then.

To save your place in the story, type SAVE at the prompt (>), and then press the RETURN (or ENTER) key. Then follow the instructions for saving and restoring. Some systems require a blank disk, initialized and formatted for saves. Using a disk with data on it (not counting other *Hitchhiker's* saves) may result in the loss of that data, depending on your system.

You can restore a saved position any time you want. To do so, type RESTORE at the prompt (>), press the RETURN (or ENTER) key. Then follow the instructions. You can then continue the story from the point where you used the SAVE command. You can type LOOK for a description of where you are.

Quitting and restarting: If you want to start over from the beginning, type RESTART and press the RETURN (or ENTER) key. (This is usually faster than re-booting.) Just to make sure, *Hitchhiker's* will ask if you really want to start over. If you want, type Y for YES and press the RETURN (or ENTER) key.

If you want to stop entirely, type QUIT and press the RETURN (or ENTER) key. Once again, *Hitchhiker's* will ask if this is really what you want to do.

Remember when you RESTART or QUIT: if you want to be able to return to your current position, you must first do a SAVE.

Communicating with Infocom's Interactive Fiction

In *Hitchhiker's*, you type your sentence in plain English each time you see the prompt (>). *Hitchhiker's* usually acts as if your sentence begins 'I want to...,' although you shouldn't actually type those words. You can use words like THE if you want, and you can use capital letters if you want. *Hitchhiker's* doesn't care either way.

When you have finished typing a sentence, press the RETURN (or ENTER) key. *Hitchhiker's* will respond, telling you whether your request is possible at this point in the story, and what happened as a result.

Hitchhiker's recognizes your words by their first six letters, and all subsequent letters are ignored. Therefore, BULLDOg, BULLDOgs, BULLDOzer and BULLDOphagus would all be treated as the same word by *Hitchhiker's*.

To move around, just type the desired direction: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, and SOUTHWEST. You can abbreviate these to N, S, E, W, NE, NW, SE, and SW, respectively. You can use UP (or U) and DOWN (or D). IN and OUT will also work in certain places. On board a ship, you'll want to use the directions PORT (or P), STARBOARD (or SB), FORE (or F), and AFT.

You can construct multiple objects with certain verbs if you separate them by the word AND or by a comma. Some examples:

>TAKE PENCIL, PAPER, STAMP
>DROP THE MAP, THE FORK, and THE THERMO-NUCLEAR WEAPON
>PUT THE FRYING PAN AND THE EGG IN THE CUPBOARD

The word ALL refers to every visible object except those inside something else. If there were an apple on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

>TAKE ALL
>TAKE ALL STAMPS
>TAKE ALL THE STAMPS EXCEPT THE RED STAMP
>TAKE ALL FROM THE DESK
>GIVE ALL BUT THE PENCIL TO THE ROBOT
>DROP ALL EXCEPT THE PEA SHOOTER

Hitchhiker's understands many different kinds of sentences. Here are several examples. (Note that some of these objects do not actually appear in *Hitchhiker's*.)

>WALK NORTH
>DOWN
>NE
>GO AFT
>U
>TAKE BOX
>PICK UP THE CARDBOARD BOX
>PUSH THE BUTTON
>OPEN THE AIRLOCK DOOR
>EXAMINE THE PRESSURE SUIT
>LOOK BEHIND RHODODENDRON BUSH
>LOOK UNDER THE TABLE
>LOOK INSIDE THE REACTOR CORE
>SHOOT THE BEAST WITH PEA SHOOTER
>ATTACK THE BUREAUCRAT WITH THE COURT ORDER

You can include several sentences on one input line if you separate them by the word THEN or by a period. (Note that each sentence will still count as a turn.) You don't need a period at the end of the input line. For example, you could type all of the following at once, before pressing the RETURN (or ENTER) key:

>EAST TAKE THE GUN THEN PUT THE BULLET IN IT SHOOT GERTRUDE

If *Hitchhiker's* doesn't understand one of the sentences in your input line, or if something unusual happens, it will ignore the rest of your input line (see 'Common Complaints').

There are only three kinds of questions that *Hitchhiker's* understands: WHAT, WHERE, and WHO. Here are two examples that you can try in the story:

>WHAT IS ADVANCED TEA SUBSTITUTE?
>WHERE IS THE TOWEL?
>WHO IS ZAPHOD BEEBLEBROX?

You will meet other people and creatures in *Hitchhiker's*. You can 'talk' to some of these beings by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

>BARTENDER, GIVE ME A DRINK
>FORD, OPEN THE SATCHEL
>CAPTAIN, WHAT ABOUT THE METEOR HOLE?
>FRED, TAKE THE TOWEL THEN FOLLOW ME
>MARVIN, KILL THE ALIEN ENTER THE CLOSET

Notice that in the last two examples, you are giving a person more than one command on the same input line.

You can ask questions or answer, say something 'out loud,' or type something on a keyboard. For example:

>SAY 'HELLO'
>ANSWER 'MY NAME IS ZEKE'
>TYPE 'LOGOUT'

Hitchhiker's tries to guess what you really mean when you don't give enough information. For example, if you say that you want to do something, but not what you want to do it to or with, Hitchhiker's will sometimes decide that there is only one possible object that you could mean. When it does so, it will tell you. For example:

>SHOOT THE DOGGIE
(with the ray gun)
The cute little doggie is incinerated.

or

>GIVE THE TOWEL
(to the hitchhiker)
The hitchhiker naturally already has a towel. But thanks you politely for your offer.

If your sentence is ambiguous, Hitchhiker's will let you know what you really mean. You can answer most of these questions briefly by supplying the missing information, rather than typing the entire input again. You can do this only in the very next prompt. Some examples:

>CUT THE BREAD
What do you want to cut the bread with?

>THE KNIFE
The bread is stale to the point of being petrified.

or

>KILL THE FLY WITH THE AXE
Which axe do you mean, the teensy axe or the atomic-powered supersonic planet-smashing axe?

>TEENSY
The fly expires.

Hitchhiker's uses many words in its descriptions that it will not recognize in your sentences. For example, you might read 'Disgusting gobs of green goo ooze out of the monster's elbows.' However, if Hitchhiker's doesn't recognize the words GOO or ELBOWS in your input, you can assume that they are not important to your completion of the story, except to provide you with a more vivid description of where

you are or what is going on. Hitchhiker's recognizes over 800 words, nearly all that you are likely to use in your sentences. If Hitchhiker's doesn't know a word you used, or any of its common synonyms, you are almost certainly trying something that is not important in continuing your adventure.

Special Commands

There are a number of one word commands which you can type instead of a sentence. You can use them over and over as needed. Some count as a turn, others do not. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN—Hitchhiker's will usually respond as if you had repeated your previous sentence. Among the cases where AGAIN will not work is if you were just talking to another character. You can abbreviate AGAIN to G.

BRIEF—This tells Hitchhiker's to give you the full description of a location only the first time you enter it. On subsequent visits, Hitchhiker's will tell you only the name of the location and the objects present. This is how Hitchhiker's will normally act, unless you tell it otherwise using the VERBOSE or SUPERBRIEF commands.

DIAGNOSE—Hitchhiker's will give you a medical report of your physical condition. This is particularly useful if you have just survived a dangerous part of the story.

FOOTNOTE—Occasionally the text in Hitchhiker's will mention the existence of a footnote. To read the footnote, simply type FOOTNOTE followed by the appropriate footnote number (for example, FOOTNOTE 2). This will not count as a turn.

IBM users only

HINT—If you have difficulty while playing the story, and you can't figure out what to do, just type HINT. Then follow the directions at the top of your screen to read the hint of your choice.

INVENTORY—Hitchhiker's will tell you what you are carrying. You can abbreviate INVENTORY to I.

LOOK—This tells Hitchhiker's to describe your location in full detail. You can abbreviate LOOK to L.

QUIT—This lets you stop. If you want to save your position before quitting, follow the instructions on the 'Starting and Stopping' section. You can abbreviate QUIT to Q.

RESTART—This stops the story and starts over from the beginning.

RESTORE—This restores a position made using the SAVE command. See 'Starting and Stopping' for more details.

SAVE—This makes a 'snapshot' of your current position onto your storage disk. You can return to a saved position in the future using the RESTORE command. See 'Starting and Stopping' for more details.

SCORE—Hitchhiker's will show your current score and the number of turns you have taken.

SCRIPT—This command tells your printer to begin making a transcript of the story as you venture onwards. A transcript may aid your memory but is not necessary. It will work only on certain computers; read your relevant section.

SUPERBRIEF—This commands Hitchhiker's to display only the name of a place you have entered, even if you have never been there before. In this mode, Hitchhiker's will not even mention which objects are present. Of course, you can always get a description of your location, and the items there, by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already very familiar with the geography. Also see VERBOSE and SUPERBRIEF.

UNSCRIPT—This commands your printer to stop making a transcript.

VERBOSE—This tells Hitchhiker's that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before. Also see BRIEF and SUPER-BRIEF.

WAIT—This will cause time in the story to pass. Normally, between turns, nothing happens in the story. You could leave your computer, take a nap, and return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you encounter an alien being, you could WAIT to see what it will do. Or, if you are in a moving vehicle, you could WAIT to see where it will go. You can abbreviate WAIT to Z.

Tips for Novices

1. You may want to draw a map showing each location and the directions connecting it to adjoining locations. When you lead yourself in a new location, make a note of any interesting objects there. There are 10 possible directions mentioned: NORTH, SOUTH, EAST, WEST, NORTHEAST, SOUTHWEST, NORTHWEST, SOUTHEAST; plus IN and OUT. Drawing a map isn't essential in Hitchhiker's, but you might find it useful.

2. EXAMINE all objects you come across in the story.

3. If you find an object that you think you can use, TAKE IT. Some objects will help you solve some of the puzzles.

4. Save your place often. That way, if you mess up or get 'killed,' you won't have to start over from the beginning.

5. Read the story carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of - even strange or dangerous actions may provide clues, and might prove to be fun! You can always save your position first if you want. Here's a silly example:

>GIVE THE TARNISHED COIN TO THE USHER

The usher looks unimpressed, and begins leading you toward the last row of the theatre.

You've just learned there is something (such as the crisp bill) which might convince the usher to give you a front row seat ... perhaps even a front row seat next to Queen Surinnetra and her dreadfully expensive and easy-to-steal diamond-studded tiara.

7. Unlike other 'adventure games', you may have played, there are many possible routes to the end of Hitchhiker's. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the items or information you need to solve another puzzle.

8. You may find it helpful to go through Hitchhiker's with another person. Different people may find different puzzles easy and can often complement each other.

9. If you really have difficulties, you can type HINT. The system will then show you a list of questions to which you can get answers. (Simply follow the directions at the top of your screen to see the hint of your choice.) You don't need to use the hints to enjoy the story, but it will make solving the puzzles easier.

10. Read the sample transcript to get a feel for how Infocom's interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to take a blue jacket, you could type in any of the following:

>GET JACKET
>TAKE THE JACKET
>PICK UP THE BLUE JACKET

doesn't understand, try rephrasing the command or using synonyms. If Hitchhiker's still doesn't understand your command, you are almost certainly trying something that is not important in continuing your adventure.

Common Complaints

Hitchhiker's will complain if you type a sentence that confuses it completely. Hitchhiker's will then ignore the rest of the input line. (Unusual events, such as being attacked, may also cause Hitchhiker's to ignore the rest of the sentence you typed, since the event may have changed your situation drastically.) Some of Hitchhiker's complaints:

I don't know the word '_____'. The word you typed is not in the story's vocabulary. Sometimes using a synonym or rephrasing will help. If not, Hitchhiker's probably doesn't know the idea you were trying to get across and you'll have to try something else to complete the story.

You used the word '_____' in a way that I don't understand. Hitchhiker's knows the word you typed, but couldn't use it in that sense. Usually this is because Hitchhiker's knows the word as a different part of speech. For example, if you typed PRESS THE LOWER BUTTON you are using LOWER as an adjective, but Hitchhiker's might know LOWER only as a verb, as in LOWER THE BOOM.

There was no verb in that sentence! Unless you are answering a question, each sentence must have a verb (or a command) in it somewhere.

There seems to be a noun missing in that sentence! This usually means that your sentence was incomplete, such as EAT THE BLUE.

There were too many nouns in that sentence. An example is PUT THE SOUP IN THE BOWL WITH THE LADLE, which has three noun 'phrases,' (one more than Hitchhiker's can digest in a single action.

I beg your pardon? You pressed the RETURN or ENTER key without typing anything.

It's too dark to see! In the story, there was not enough light to perform your action.

Be specific: what object do you want to ___? You used HIM, HER or IT but this doesn't correspond to what person or object you meant.

You can't see any "___" here! The item you referred to was not visible. It may be somewhere else, inside a closed container, and so on.

The other object(s) that you mentioned isn't (aren't) here. You referred to two or more items in the same sentence, and at least one of them wasn't visible to you in your present location.

You can't go that way. There was no passage or exit in the direction you tried to move.

You can't use multiple (indirect objects) with "___". You can refer to several items at the same time only with certain verbs. Among the most useful of these verbs are TAKE, DROP and PUT. This restriction also applies to the use of ALL, as in DROP ALL. For example, ATTACK will not work with multiple objects; you couldn't say ATTACK ALL or ATTACK THE BEAST AND THE ROBOT.

That sentence isn't one I recognize. The sentence you typed may have been gibberish, such as GIVE COMPUTER WITH SWORD. Or, you may have typed a reasonable sentence but used a syntax that this Infotater does not recognize, such as SMELL UNDER THE ROCK. Try rephrasing the sentence.

Running the Story on Your Computer

This tells you how to run your Infocom story on your computer, and provides a few other handy bits of information.

WHAT YOU NEED

IBM PC AND COMPATIBLES
Required   computer running MS-DOS (version 2.0 or higher)
192 Kbytes of RAM
blank disk or hard disk (for your play disk)
Optional   printer (for SCRIPTing)
blank formatted disk (for SAVEs)

ATARI ST
Required   Atari ST system
Optional   3.5" disks (for SAVEs) compatible printer (for SCRIPTing)

COMMODORE AMIGA
Required   Amiga computer
Optional   256 K memory expansion cartridge (for faster execution) extra 3.5" double-sided disks (for SAVEs) compatible printer (for SCRIPTing)

MAKING A BACKUP COPY

We recommend that you make a backup copy of the original story disk for your personal use. See your hardware manual for instructions on how to make disk copies. Put the original away in a safe place and always use the copy as your regular play disk.

LOADING THE STORY

IBM PC
One Drive or Two Drive System
1. Insert the play disk (this is the disk you made in the previous section) in drive A or your only drive) and turn on the computer.
2. Press <RETURN> twice or until you are at the DOS drive prompt (>).
3. Type in the title of your story (for example ZORK) or the first eight letters of it. Do not include spaces between two-word titles (e.g. HITCHHIKER'S GUIDE TO THE GALAXY would be HITCHHIK). At this point you might also want to use one or more of the optional command line switches (see section on Command Options - switches) that are available.
4. Press <RETURN>. In a few moments the story will begin. If it fails to appear consult the Troubleshooting section.

Hard-Drive System
1. Turn on the computer.
2. Connect to the directory into which you copied the files from the original story disk.
3. Type in the title of the story (e.g. ZORK) or the first eight letters of it. Do not include spaces between two-word titles (e.g. HITCHHIKER'S GUIDE TO THE GALAXY would be HITCHHIK). At this point you might also want to use one or more of the command line switches that are available.
4. Press <RETURN>.

ATARI ST

Turn on your Atari ST and wait for the desktop to appear. Insert the story disk and open the disk window. Click once with the mouse on the program (.PRG) icon to select it, then choose OPEN from the File menu. A standard shortcut is to double-click on the program icon.

COMMODORE AMIGA

Turn on the Amiga and wait for the Workbench to appear. Insert the story disk and open the disk window, then double-click on the story icon. The story can also be started from within the Command Line Interpreter (CLI). If the default drive and directory are not the same as the stories, they must be changed with the "CD" command (for example, CD df1:). Then type in the story name.

TALKING TO THE STORY

Whenever you see the (>) prompt, the story is waiting for you to enter a command. If you make a mistake use the backspace key to erase the error. After you have typed your command, press <RETURN>. The story will respond and the prompt (>) will reappear.

If a description will not fit on the screen all at once, [MORE] will appear at the bottom of the screen. After reading the screen, press any key to see the rest of the description.

THE STATUS LINE

At the top of the screen is an area reserved for the status line. This area is used to display your present location in the story and it is updated after each move. The status line may display (depending on the game) various other types of information including score, total moves, time, or character attributes.

SCRIPTING

You can use the SCRIPT command to print out a transcript of your moves in the story. The SCRIPT function is an optional feature which is not necessary to complete the story and may not be available with certain hardware. The transcript can be started at any point during the game.

Scripting Procedure
Check to see if your printer is ready and has paper, then type SCRIPT <RETURN>. A message will appear asking you whether you would like to SCRIPT to a printer or to a file. If you want to use a printer just press <RETURN>.

IBM PC ONLY - To save the transcript to a disk file, enter a legal DOS file name and press <RETURN>. Remember, there is no space in the printer when you elect to write the transcript to a disk file.

COMMODORE AMIGA ONLY - If a problem occurs with the printer, the story will "timeout" (appear to hang) for 30 seconds or so, then a printer error message will appear. If you don't correct the problem before the 30 seconds are up, scripting is automatically cancelled.
To stop the transcript type UNSCRIPT.

SAVING/RESTORING A STORY POSITION

You can save your current story position to any disk in any drive, space permitting. No other data on the save disk will be affected. You must use a previously formatted save disk.

IBM PC
1. Type SAVE <RETURN>. A message will appear similar to this: Enter save file name. (Default is A STORY.SAV)
2. Enter a new file name (legal DOS prompt) or use the default provided. This may also specify a new default drive along with the file name. If no drive is specified in the default message, and you don't specify one, the Save will be made to the drive you are currently using. If you want to use the default just press <RETURN>.

When the save is finished the story will respond with a message such as COMPLETED. If it responds with FAILED, consult the Troubleshooting section.

Install default file name (the one displayed the first time you type SAVE) is always "STORY.SAV". Whenever you enter a new file name, it becomes your default if the SAVE succeeds. For your convenience, SAVE and RESTORE share the same default.

RESTORE

Using a Single Drive
Type SAVE at the prompt (>). The standard Atari ST dialog box for selecting files will be displayed. The directory in which your save will be stored (including drive identifier) appears near the top of the box.

If you want to SAVE to the story disk itself, simply choose a file name under which to save your position and type it into the selection area. It is not necessary to type ".SAV" after the name, this is added automatically.

To use a different save disk, remove the story disk from the drive and insert the new disk. IMPORTANT: You must click with the mouse on the shaded "title bar" area of the outer directory window to update the directory of the new disk.

After typing in the file name, click on the OK button, or press the RETURN key. If you want to cancel the save operation, click on the CANCEL button. The disk drive will spin for several seconds, and if all is well, the story will eventually respond

OK

If it responds

FAILED

consult the Troubleshooting section. After saving your story position, you may continue the story.

Using Multiple Drives
If your save disk is in a different drive from the story disk, the save procedure is identical to using a single drive except that you must identify the second drive by changing the directory specification (the tree near the top of the dialog box). When the dialog box appears, edit the directory specification so that the drive letter corresponds to the drive containing your save disk. IMPORTANT: You must click with the mouse anywhere INSIDE the inner directory window to update the directory of the save disk.

The following keys are useful for editing items in the file selection box:

- up and down cursor keys - select item to edit.
- left and right cursor keys - position cursor within item.
- backspace and delete keys - erase the character before or after the cursor.
- ESC key - erase the whole item.

Restoring a Saved Story Position

To return to a previously saved story position, type RESTORE at the prompt (>). A standard dialog box will appear, showing a list of your saved positions on the indicated disk. If there are more save files on the disk than will fit in the window, the scroll bar becomes active. If you want to restore from a different disk, change disks as described in Section on SAVING. Click once over the name of the position you want to restore, then click on the OK button, or press the RETURN key. If you want to cancel the restore operation, click on the CANCEL button.

COMMODORE AMIGA

1. Type SAVE at the prompt (>). A message will appear asking you to choose a name for the save file.
2. If you want to SAVE to the story disk itself, just enter a file name and press RETURN.
3. If you want to SAVE to another disk, you must prefix the file name with either the name of the second disk (e.g. Saves:) or the name of the drive containing it (e.g. df1:). The prefix is needed even if the two disks were swapped using a single drive. If the save succeeds, the prefix becomes the default prefix, and need not be typed again for the next save.

The disk drive will spin for several seconds. If all is well, the story will respond:

OK

If it responds:
FAILED

consult the Troubleshooting section. After saving your position, you may continue with the story.
NOTE: The file "Icon Data" is used to create icons for new save files. If you delete this file, new save files will not have visible icons.

Restoring a Saved Story Position

You can return to a previously saved story position at any time. Type RESTORE at the prompt (>). The most recently saved or restored position will be displayed as the default. Then enter the name of a save file, as in Section on SAVING.

If you want to return to the default position, you can just press the RETURN key.

TROUBLESHOOTING

If the story fails to load properly, or SAVE/RESTORE or SCRIPT fails, check each of the following items.

IBM PC

1. Make sure all connections on your computer are plugged in, connected properly, and that all power switches are turned on.
2. Make sure all disks are inserted correctly and that all drive doors are closed.
3. Inspect all disks for any visible damage.
4. For SAVE problems, make sure the Save disk is not write-protected. Also, make sure the disk has enough room for a Save file (approx. 35k per Save) and that it has been formatted properly. As a last resort, try a different disk.

You can check to see if your game is damaged by using the SVERIFY Command:

Type: SVERIFY at the story prompt (>) and press <RETURN>. If your story is currently frozen (i.e. you are unable to type from the keyboard) you will have to reboot the disk, restart the story, and then type SVERIFY.

After you successfully type SVERIFY command the disk will spin for approximately a minute and then a message, similar to one of the following will appear:

GOOD - The disk has not been damaged and the data is intact. If you are having problems, they are most likely hardware related. It is also possible that there is a bug in the program.

NO GOOD - This indicates that the data on the disk is damaged. Repeat the SVERIFY procedure several times. If you encounter this problem, the SVERIFY procedure on another computer. If the game ever replies positively, the disk is intact and your problems elsewhere for you problems you are encountering.

All disk and printer errors are handled within the story. If you encounter an error message you will be given the option to A (abort) or R (retry). In most cases choosing Abort will not throw you out of the game and cause you to lose your position. However, if you get an error message when the game is either Restoring or reading information from the disk (a probable indication of a damaged disk) choosing Abort will throw you back into DOS. In this case consult the section on Troubleshooting.

ATARI ST

1. Inspect all disks carefully for any visible damage.
2. For SCRIPTing, make sure the printer is connected properly, enabled for printing, not out of paper, etc.
3. Try again: the problem may only be momentary.

If you continue to experience problems, follow this procedure. Reboot the diskette. When the initial screen is displayed, type SVERIFY at the prompt. The disk drive will spin for a minute or less and one of the following messages will appear:

"DISK CORRECT". The disk has not been damaged and the disk drive. It is also possible the program contains a bug.

---

2. "DISK FAILED" or "DISK READ ERROR." This reply indicates either hardware trouble or disk damage. Repeat the SVERIFY process several times. Also try SVERIFY on another computer. If the story ever replies "DISK CORRECT," the data is intact. If you repeatedly get an internal error message on more than one computer, the disk has most likely been damaged.

COMMODORE AMIGA

1. Inspect all disks carefully for any visible damage.
2. For SAVEs, make sure the save disk is not write-protected (the small opening in the corner of the disk should be covered).
3. For SCRIPTing, make sure the printer is connected properly, enabled for printing, not out of paper etc.
4. Try again; the problem may only be momentary.

If the story produces an error message, run the following procedure: Restart the story. When the initial screen appears, type SVERIFY and press the RETURN key. The disk drive will spin for a minute or so, and a message similar to one of the following will appear:

1. "DISK CORRECT." The disk has not been damaged, the data is intact. This may indicate a problem with your hardware (usually with the disk drive). It is also possible the story contains a bug.
2. "DISK FAILED" or "DISK READ ERROR." This reply indicates either hardware trouble or disk damage. Repeat the SVERIFY process several times. Also try the SVERIFY process on another computer. If the story ever replies "DISK CORRECT," the problem is in your hardware. If you repeatedly get an error message on more than one computer, the disk has most likely been damaged.

COMMAND OPTIONS (switches) - PC ONLY

You may issue command options, by using switches, when you load the story. The switches allow you to tell the story extra information about the hardware you are using and how you want the story to be displayed on your computer's screen.

Switches are entered at the same time and on the same line as the story title when you load the story. They are all entered in the form "title" / command (e.g. HITCHHIKE-/RETURNn) with a space between the story title and the /.

Here is a list of switches which you may use.

Display Switches

In most cases, your story will be displayed in the most efficient and aesthetic manner possible. However, because of numerous types of hardware configurations and the different graphics characteristics of each story that your own wants in terms of how the story display should look, you might try the following options:

/c - selects colour output provided colour compatibility and a colour monitor are available. The /c switch also allows you to select foreground and background colours after the switch (e.g. /c71 gives white on blue, which is the default). Refer to the system documentation for numbers to use.

/m - prohibits colour input. This is the default on machines without colour capability.

Other Switches

/p - If SCRIPTing to the printer isn't working well, type UNSCRIPT, SAVE your position, and quit the story. Then reload the story using the /p switch and try SCRIPTing again.

/l - Disables the UNDO feature in stories that use it. This switch is useful on machines with 256 kbytes or less of memory in the sense that it frees some memory (but disables a useful feature) thereby giving you somewhat faster game play. The UNDO feature is automatically disabled if there is not enough memory to support it. Machines with more than 256k will have enough memory to load the entire game with the UNDO feature in which case the speedup is negligible.

/t - allows you to specify how much memory the story can use in kbytes (e.g. /t128) Normally it uses as much as it can get. This switch might be useful if you think that the story is affecting or being affected by other memory resident programs that you have loaded.

COLOUR DISPLAY - ATARI ST ONLY

If you are using a colour monitor, you can change the colours used in the display. At the prompt (>), hold down the SHIFT key and use the four cursor keys to cycle through the available combinations.

If you are using a monochrome monitor, you can reverse the video so the same way.

AMIGA PREFERENCES - AMIGA ONLY

Several aspects of the story presentation can be changed using the Amiga Preferences tool, including text size (60 or 80 columns) and colour. The size can be changed only before the story is started. You also use Preferences to specify your type of printer and the port to which it is connected. The Amiga supports both parallel and serial drivers.

MEMORY USAGE AND MULTI-TASKING - AMIGA ONLY

On a multi-tasking computer such as the Amiga, tasks must share the available memory. Some tasks may require that a certain amount of free memory be available at all times. Also, actions like opening, resizing and hiding windows can temporarily require large amounts of memory.

When the Infocom story loads, it will always leave a specified amount of memory free. The default minimum amount is 64 Kbytes. This can be changed by starting the story from the CLI with a special argument of the form "f/nn," where nn is the new minimum number of bytes to leave free (for example, Zork f/32000). If you supply an argument, memory use statistics will be displayed when the story loads.

You may need to increase the amount of free memory if, for example, you are running several tasks and switching between them fails or causes the system to hang. On the other hand, you can probably decrease free memory if you are running only the story. This may reduce or eliminate disk activity on versions of the Amiga with limited memory.

Quick Reference Guide

1. To start the story ('boot up'), see the relevant section.

2. When you see the prompt (>) on your screen, *Hitchhiker's* is waiting for your input. There are four kinds of sentences or commands that *Hitchhiker's* understands:

A. Direction commands. To move from place to place, just type the direction you want to go: N (or NORTH), E, S, W, NE, SE, NW, SW, U (or UP), D, IN, OUT, P (or PORT), SB, F, or AFT.

B. Actions: Just type whatever you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW. Once you're familiar with simple commands, you'll want to use more complex ones as described in "Communicating with Infocom's Interactive Fiction".

C. Commands given to people. To talk to characters in the story, type their name, then a comma, then what you want to say to them. For example: MARVIN, GIVE ME THE AXE or OLD MAN, GO NORTH.

D. Special one-word commands. Some one-word commands, such as INVENTORY or DIAGNOSE, give you specific information or affect your output. A list of these appears in the "Special Commands" section.

3. Important! After typing your sentence or command, you must press the RETURN (or ENTER) key before *Hitchhiker's* will respond.

4. On most computers, your screen will have a special line called the 'status line'. It tells you the name of your current location, your score, and the number of turns you have taken.

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE NECKLACE, you will be carrying it. Type INVENTORY to see a list of the items you are carrying.

6. When you want to stop, save your place for later, or start over, read the "Starting and Stopping" section on page 9.

7. If you have trouble, refer to the specific instructions of this manual for more detailed instructions.

14